Listing of Claims:

Claim 1 (previously presented): A method for matching users over a network in an online gaming environment, the method comprising steps of:

      entering a user into a first online game;

      receiving at least one response to at least one query about the first online game experience following completion of the first online game;

      determining a play style parameter of a requesting user based on the at least one response; and

      connecting the requesting user to a second online game based at least in part on the determined play style parameter;

      wherein the connecting is based at least in part on a collaborative filtering method.

Claim 2 (original): The method of claim 1, wherein the determining step comprises the steps of:

      receiving a profile of the requesting user; and

      identifying the play style parameter of the requesting user in the profile.

Claim 3 (previously presented): The method of claim 1, wherein the connecting step includes the step of determining whether the determined play style parameter matches a play style parameter requirement for the second online game.

Claim 4 (previously presented): The method of claim 1, further comprising the steps of:

      providing a list of online games with a play style parameter requirement that matches the determined play style parameter of the requesting user; and

      receiving a selection signal representative of the second online game from the list of online games.

Claim 5 (original): The method of claim 1, wherein the determining step comprises the steps of:

      providing a list of play style parameters; and

receiving a selection signal representative of the play style parameter from the list of play style parameters.

Claim 6 (original): The method of claim 1, further comprising the steps of:

receiving a request to initiate a matchmaking service for the requesting user;

receiving identification data of the requesting user; and

retrieving a profile of the requesting user.

Claim 7 (original): The method of claim 1, wherein the play style parameter comprises one of: a competitive parameter, a profanity parameter, a trash talking parameter, and an aggressiveness parameter.

Claim 8 (original): The method of claim 1, further comprising the steps of:

determining whether a profile exists for the requesting user; and

loading the existing profile of the requesting user.

Claim 9 (original): The method of claim 1, further comprising the steps of:

determining whether to create a new profile of the requesting user; and

creating the new profile of the requesting user.

Claim 10 (original): The method of claim 9, wherein the step of creating the new profile comprises the steps of:

receiving at least one parameter for the requesting user; and

storing the at least one parameter in the new profile.

Claim 11 (original): The method of claim 10, wherein the at least one parameter includes the play style parameter of the requesting user.

Claim 12 (previously presented): The method of claim 1, further comprising the steps of:

receiving a request to host the second online game;

receiving at least one parameter requirement for the second online game, the at least one parameter requirement includes a play style parameter requirement; and

determining whether the play style parameter of the requesting user matches the at least one parameter requirement for the second online game.

Claim 13 (original): The method of claim 1, further comprising the steps of:

determining whether a profile of the requesting user is to be modified; and

modifying the profile of the requesting user.

Claim 14 (original): The method of claim 13, wherein the step of determining whether the profile of the requesting user is to be modified includes a step of receiving data from a collaborative filtering process.

Claim 15 (canceled)

Claim 16 (previously presented): A computer-readable medium having computer-executable instructions for matching users over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game;

receiving at least one response to at least one query about the first online game experience following completion of the first online game;

determining a play style parameter of a requesting user based on the at least one response; and

connecting the requesting user to a second online game based at least in part on the determined play style parameter and on a collaborative filtering method.

Claim 17 (previously presented): The computer-readable medium of claim 16, the method further comprising steps of:

receiving a request to host the second online game;

receiving at least one parameter requirement for the second online game, the at least one parameter requirement includes a play style parameter requirement; and

determining whether the play style parameter of the requesting user matches the at least one parameter requirement for the second online game.

Claim 18 (previously presented): A matchmaking system for matching users over a network in an online gaming environment, the matchmaking system comprising:

a matchmaking server configured to connect a user to a first online game, to receive at least one response to at least one query about the first online game experience following completion of the first online game, to determine a play style parameter of a requesting user based on the at least one response, and to connect the requesting user to a second online game based at least in part upon the determined play style parameter of the requesting user and on a collaborative filtering method; and

a database configured to store a profile of the requesting user, the profile including the play style parameter of the requesting user.

Claim 19 (canceled)

Claim 20 (original): The matchmaking system of claim 18, further comprising a computer configured to process data based upon a collaborative filtering process.

Claim 21 (original): The matchmaking system of claim 20, wherein the matchmaking server includes the computer.

Claim 22 (original): The matchmaking system of claim 20, wherein the computer is further configured to modify the profile of the requesting user responsive to the processed data.

Claim 23 (original): The matchmaking system of claim 18, wherein the play style parameter of the requesting user comprises one of: aggressiveness, playing likeability, enacting the role, and trash talking.

Claim 24 (previously presented): The matchmaking system of claim 18, wherein the play style parameter comprises one of: technical capability and general skill level.

Claim 25 (original): The matchmaking system of claim 18, wherein the play style parameter of the requesting user is associated with a particular online game.

Claim 26 (previously presented): A method for matching a first player with a second player over a network in an online gaming environment, the method comprising steps of:

      entering a user into a first online game;

      receiving at least one response to at least one query about the first online game experience following completion of the first online game;

      storing the at least one response in a database;

      receiving a request to initiate a matchmaking service for the first player;

      receiving identification data of the first player;

      retrieving a profile of the first player;

      determining a play style parameter of the first player based on the at least one response;

      applying a collaborative filtering method; and

      connecting the first player and the second player to a second online game based at least in part on the determined play style parameter.

Claim 27 (previously presented): The method of claim 26, wherein the step of determining includes the step of determining a likelihood of whether the second player is a good match for the first player.

Claim 28 (previously presented): The method of claim 27, wherein the step of determining further includes the step of determining a likelihood of whether the first player is a good match for the second player.

Claims 29-32 (canceled)

Claim 33 (previously presented): The method of claim 26, wherein the step of determining is based at least in part upon a play style parameter of the second player.

Claim 34 (previously presented): The method of claim 26, wherein the step of determining is based at least in part upon data representative of a previous response of the second player.

Claim 35 (previously presented): The method of claim 26, wherein the step of determining is based at least in part upon the data representative of a previous response of a third player.

Claim 36 (original): The method of claim 35, wherein the previous response is an evaluation of the second player.

Claim 37 (previously presented): The method of claim 35, wherein the previous response is an evaluation of the second online game.

Claim 38 (previously presented): The method of claim 26, wherein the step of determining is based upon an evaluation of the first player made by others following a previous online game.

Claim 39 (previously presented): The method of claim 1, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.

Claim 40 (previously presented): The method of claim 1, wherein the user is the requesting user.

Claim 41 (previously presented): The method of claim 1, wherein the first online game is a multi-player game including the user and at least one other player and wherein the at least one query includes a question as to whether the user enjoyed playing the at least one other player in the first online game.

Claim 42 (previously presented): The method of claim 41, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.